



SUPER FIGHTER TEAM

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INSTRUCTION BOOKLET

16-BIT VIDEO GAME
SNES/SFC COMPATIBLE

TAKE CARE OF YOUR GAME CARTRIDGE!

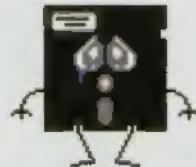
In order to keep your game cartridge in top condition for many years to come, follow these important steps:

- The inside of the cartridge contains sensitive electronic technology. Never expose the cartridge to extreme temperatures.
- Keep fingers, dust, liquids and chemicals away from the exposed metal contacts at the bottom of the cartridge. If the contacts become dirty, gently clean them with a dry cloth.
- Do not bend, slam or throw the cartridge. Doing so may result in permanent damage.
- Carefully place the cartridge back into its box when not in use.

PLEASE NOTE!

This game cartridge is compatible with NTSC and PAL machines. If the game does not start when you power on your SNES / SFC, press the reset button. This will trigger the game cartridge's region detection system. The game should then start normally.

DISKMAN SAYS



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Nightmare Busters: #SF-005

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NIGHTMARE BUSTERS



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Introduction

"Never let dreams die!"

Here comes Nightmare Busters! I fell in love with this game from the first screenshot. Now here we are, our first game for the SNES / SFC, and the incredible energy our company was founded on continues to flow nine years later.

We did it! And we will continue, because this is our dream.

This beautiful product is dedicated to Christophe Gayraud: the man behind the magic. *Nightmare Busters* was his design, his vision, his passion.

He was a good man who will be sorely missed. Rest in peace, my friend. +

Brandon Cobb
President, Super Fighter Team



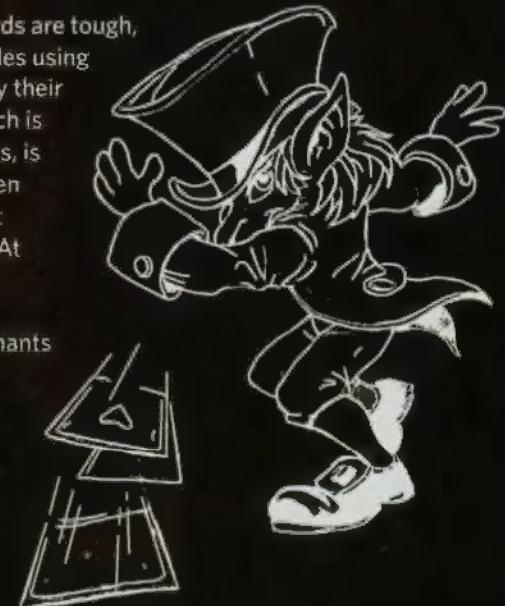
The dream world flows from the purity of childhood. Since the dawn of time, it has been a wonderful place where anything is possible: a safe haven in which to be happy and carefree, with no concern for all the silly things from the world of grown-ups.

At the heart of this world dwell fairies, gnomes and other sprites, waiting to welcome the children each night when they are warmly bundled in their bed sheets.

Among them are the leprechauns, who always carry with them a deck of cards. According to ancient legend, these cards are a gift from a benevolent deity. At the age of reason, each youth receives a deck to symbolize his passage into adulthood. Becoming skilled with these cards, however, can take years.

Crafted from a special material, the cards are tough, flexible and especially sharp ~ for besides using them for gambling, leprechauns employ their cards as weapons. Target practice, which is an organized event in their communities, is taken very seriously. The best marksmen are rewarded not only with respect, but with the affection of beautiful women. At this game, Flynn is unbeatable!

The divine history of the cards are remnants of a forgotten era, now honored only by select elders. Who among the leprechauns could have guessed that the spiritual nature of these otherwise simple weapons would one day be the only hope against a dire threat to their entire world?



Rise of the Tyrant

It is a dark and stormy night; thunder and lightning fill the sky, an eerie, jade-hued fog sticks in the air, and unspeakable creatures utter wails disturbing enough to wake the dead. Lost, alone and having surrendered to fear, a petite innocent cries out for salvation...



"Daddy! Daddy!! A monster tried to eat me!" The desperate cries of a child tear through the peace of a family home at just past three in the morning. Jolted from his slumber, the devoted father rushes to provide comfort. Checking under the bed and inside the closet, he confirms the bedroom to be monster-free.

However the little one will not be pacified. Soaked with sweat and eyes brimming with tears, the petrified youth begs for shelter in the parents' bed. "All right," says the exasperated father, "but this is the last time!"

But, unknown to father and child alike, this seemingly simple slumber time scenario conceals something far more sinister. Synchronized with the wavelength of dreams, the miserable Tyrant has discovered a way to enter them and convolute what children see, hear and feel while they sleep – all for the benefit of his twisted amusement.



For these pint-sized unfortunates, it truly seems as though a carnival of darkness has sprung to life...

- Sickle wielding trolls rise from beneath the earth.
- Incendiary gnomes fling torches all about.
- Pot-bellied ogres wearing carnivorous grins hunt for their next meal.

What will be the fate of these poor youths? Are they destined to be shaken from their sleep each night, filled with fear and confusion? Will no hero enter this new, perilous world of nightmares to banish the monsters and bring back pleasant dreams?



Enter Flynn and his twin brother Floyd, two virtuous leprechauns who refuse to sit idly by while the Tyrant weaves his dreadful delusions. Armed with their trusty set of razor-sharp cards, they doff their hats to family and friends before setting off on a long journey to restore peace to the night.

Get going, gents! There's no time to lose! Knock out the beasts that go bump in the night! Seek out the goblins and ghouls bent on instilling terror and put 'em down for the count! Clean the clocks of creepy creatures causing a commotion! And do it fast – if not for the little nippers themselves, then at least for their parents!

Don't sleep on it! Get out there and turn dreary dreams into cheerful ones!





A delightful, spirited leprechaun, Flynn is loved and respected by all who meet him. With his limitless energy and pleasant demeanor, he's the mainstay of many a party. Furthermore, his love of mischievous pranks is legendary for leaving the forest folk in stitches.

It was Flynn, for example, who first conceived the whoopee cushion. Any trickster who uses the novelty item to induce a laugh riot at the dinner table has this little scamp to thank!

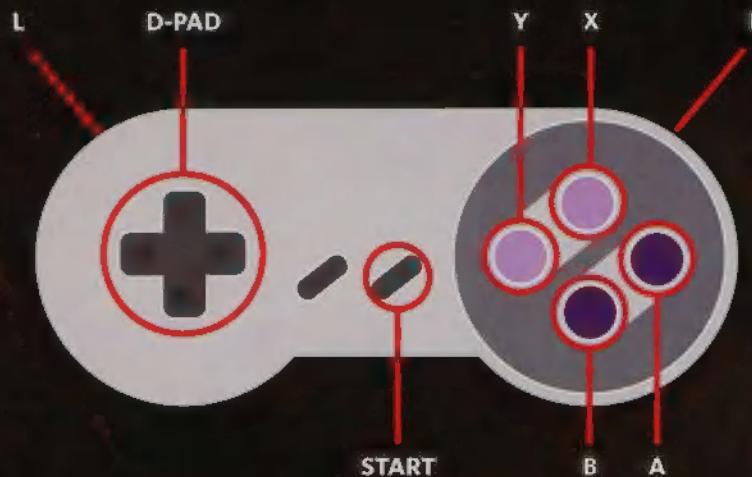
From the tip of his hat to the soles of his shoes, Flynn prides himself in his appearance, taking particular care at all times to maintain it. Indeed he is a dandy in his favorite outfit, even if it fits him a tad loosely.

Flynn shares a deep bond with his brother Floyd, with each having the other's back through any quarrel. An avid jigger, Floyd enjoys entertaining his forestmates by demonstrating his incredible rhythm. And with a love for the drink, he has a much higher tolerance for fermented dew than his brother.

While on the surface these two men may appear to be nothing more than a couple of colorful, fun-loving sprites, deep within them flows an incredible amount of energy which can be used to summon powerful magic. Passed down through the generations, this ancient power is to be used only in times of crisis.



Flynn and Floyd may have a lot of tricks up their sleeves, but they'll need your help to defeat the Tyrant and his minions. Understanding the game's controls will prepare you for this responsibility.



D-PAD: Used to move your character around the screen, as well as aim his attacks. The D-PAD also allows you to navigate the game's menus.

START: Used to make a menu choice, or to pause/unpause the game.

Y: Attack. You'll begin the game with a set of razor-sharp playing cards. As you progress, you can collect and use other weapons, each with a different range and power level.

B: Jump. Use the D-PAD to control your direction. While holding down on the D-PAD, press button B to slide.

X: Hold to perform a dashing attack.

A: Press to attack using your magic.

L and R: Press to cycle through your spells.

Weapons

FIRE CARD

Show the bad guys you're serious by singeing their hides!



TWIN SHOT

Shoot twice the foes without doing twice the work!



THUNDER BURST

It may be slow, but this weapon comes in two forms and packs a wallop!



ENERGY AXE

Slice into your foes with a bright burst of power.



SIDESHOT

Attack from both sides with this handy, if low powered, burst of energy.



SHOCK SPHERE

This glowing sphere will give the baddies some shock therapy!



Bonus Items

These nifties can be found lying about, are dropped by enemies, and appear in barrels and chests. Some will increase your score, while others will increase even more! Collect 'em all!



Let's not forget that the leprechaun is a gambler!

Helping him collect the dominoes that appear along the way will not only make him happy: one hundred of them will provide him an extra life!



POWER DISC

Highly charged with positive energy, this spinning disc is feared by even the meanest shadow creatures.



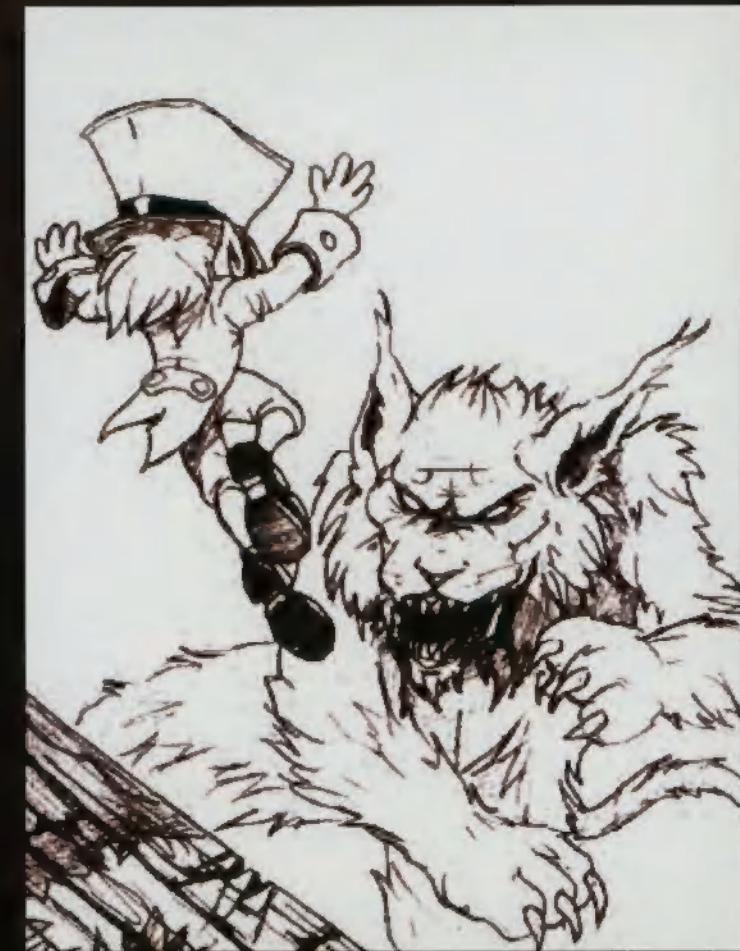
WHIRLWIND

Since ancient times, leprechauns have known how to communicate with the element spirits. Sometimes, these spirits grant them a favor: invoking a powerful whirlwind to punish their enemies!



ATOMIC POWER

Focusing all of their incredible power on a single spot, the effects of these huge blasts are devastating!



Enemies



SHORTFUSE

Preferring an ambush to a fair fight, these cowards flee the scene the moment their torch has left their hands.



JARRO

While a touch more brave than their cousins, the Shortfuse, they are still nearly as sneaky!



BIG EATSY

Lumbering slowly along, they are easy to avoid. However their strength and resistance to pain make them an enemy to be feared.



KRAOW

Finding strength and confidence in numbers, these scruffy looking birds rarely seek prey alone.



SERPIKO

These Korrigan love to explore every nook and cranny of their surroundings. They often burst straight out of the ground to surprise their prey!



BUTAGAZ

Born in the heart of an inferno, its only focus is to grow stronger by devouring everything in its path. Its can set alight nearly anything and anyone.



SPHONX

The wings of these oversized insects are coated with a poisonous dust. The bugs pose a threat since they travel in swarms.



KNOCKER

With the strength of Nordic lumberjacks, these one-legged blacksmiths from middle earth have flaring red beards and helmets crafted by their heavy hammer strokes.



SATANAS AND DIABOLO

This airborne troll and owl duo swoops in for the kill when it's least expected! Satanas, wearing its silly aviator hat, attacks with explosive flasks.



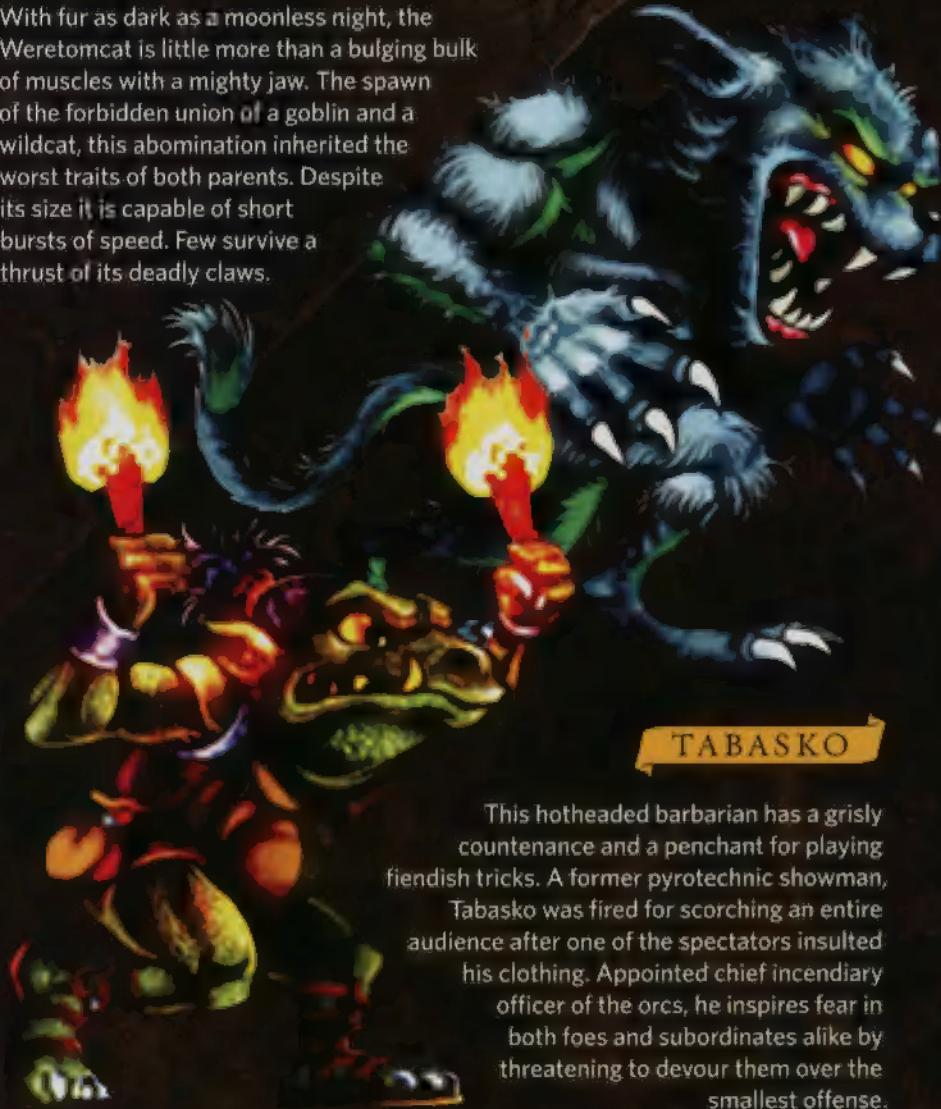
NOSFERAT

Emerging from crevices, their seemingly erratic flight pattern makes them difficult to dispatch. Moreover, they generally attack in groups.

Bosses

WERETOMCAT

With fur as dark as a moonless night, the Weretomcat is little more than a bulging bulk of muscles with a mighty jaw. The spawn of the forbidden union of a goblin and a wildcat, this abomination inherited the worst traits of both parents. Despite its size it is capable of short bursts of speed. Few survive a thrust of its deadly claws.



TABASKO

This hotheaded barbarian has a grisly countenance and a penchant for playing fiendish tricks. A former pyrotechnic showman, Tabasko was fired for scorching an entire audience after one of the spectators insulted his clothing. Appointed chief incendiary officer of the orcs, he inspires fear in both foes and subordinates alike by threatening to devour them over the smallest offense.

ANKOU

Ankou the ferryman lords over the underworld with a glacial, cadaverous hand. Beneath his long coat lies a gaunt, fleshless body ever hovering above the ground. Though he may seem frail, he can unleash dark magic on those few adversaries he deems worthy of the effort.



TYRANT

If ever the Tyrant had a heart, no trace of it remains. He is the crusher of dreams, the leech of love and peace, and the spoiler of innocence. Though his bloated form confines him to a chair, he has turned this disability into an advantage by selecting a floating war machine as his throne. Thanks to this mechanical menace he is able to flatten enemies with his own weight, among other despicable means of attack.



Levels

THE VILLAGE

This is where it all begins.

The village is in flames! With one look, Flynn and Floyd can tell it's the work of the Tyrant's underlings. Clenching their fists and taking a deep breath, the brothers set out to put a stop to the senseless destruction.



THE FOREST

This place, wherein once dwelled peaceful folk, now harbors trolls and their ilk. Popping up at every turn, these foul creatures hope to carve up our good hearted heroes with their sinister blades, or smash them under humongous stone hammers.

After telling all these nasties to take a hike, it's on to the next troubling chapter...



THE CAVES

Enough with the fun and games, it's time our boys faced a real challenge!

These days no one dares to discuss the caves, for the mere mention of them makes even the toughest men shudder. Geysers of scalding lava await all who venture in, and certain foul creatures have actually managed to adapt to the treacherous terrain. This place is the pits!



THE CLIFF

Flynn and Floyd land on a platform which begins to descend down the side of a cliff. After collecting some treasures, the brothers prepare for the next enemy onslaught. Their journey is frequently interrupted, each stop bringing forth a new challenge.

Will this wild ride never end?



THE CASTLE

Talk about gate crashing! It's time to bust into the den of the Tyrant, though he doesn't plan to stick around for long. Our well-dressed heroes will need to speed their way through all his tricks and traps in order to catch the coward before he can make his pudgy escape.

Skill, agility, determination: A sad fate awaits anyone who enters this palace of pain without possessing each of these qualities.



THE SHIP

A wide room leads to the spot where the Tyrant has anchored his ship of doom. The fearful monster is hastily preparing to sail into the stratosphere. But Flynn and Floyd haven't come this far to be left at the dock.

Hearing the clanks and rattles of the Tyrant's opulent chariot drawing ever nearer, Flynn and Floyd feel fear for the first time since they left home. Their pulses quicken and their throats go dry. This is the decisive moment, where success or failure rests on their wrists.

